

VERSION 2.1 UPGRADE INSTRUCTIONS

You can use your Version 2.0 data files with Version 2.1, but not vice versa. When you run Version 2.1 and the program detects a Version 2.0 data file, it will automatically convert it to Version 2.1, and the resulting data file will thus no longer work with a Version 2.0 program. If you transfer the Version 2.1 data files to a hard or RAM disk, be sure to also copy the new file AWARDS.DSC. Please note that Version 2.0 saved games will not work on Version 2.1.

If you have received the mini-upgrade package, the enclosed sheets are copies of the pages from the new edition of the Officer's Manual which describe the major differences of Version 2.1 and how to use them. The new Quick Reference Card shows the new command menus and function key assignments.

1. Insert your **STAR FLEET I** diskette in drive B, and your DOS system diskette in drive A. (If you only have one disk drive, wait until prompted to insert the **STAR FLEET I** diskette.)
2. Type COPY COMMAND.COM B: <ENTER>
3. The **STAR FLEET I** diskette is now ready to run, but we strongly suggest you make a backup copy first.

Installation on Hard or RAM Disks:

The **STAR FLEET I** diskette supplied by **CYGNUS** is NOT copy-protected; therefore it can easily be copied to a hard or RAM disk. With the **STAR FLEET I** diskette in drive A, and your computer set to the directory (you want **STAR FLEET I** in), just type COPY A:*. * and the transfer will be completed. The hard or RAM disk then becomes your playing disk. If you are using a RAM disk, be sure to copy your data files back to the playing diskette when you are finished.

SETTING UP YOUR PLAYING DISKETTE

IBM® PC/PCjr or Compatibles Version:

To set up your **STAR FLEET I** diskette for playing, please follow these steps (if you are not using PC-DOS 3.0) with your computer up and running. The diskette does not need to be set up for DOS 3+ (e.g., IBM AT).

1. Insert your **STAR FLEET I** diskette in drive A, and your DOS system diskette in drive B. (If you only have one disk drive, wait until prompted to insert the DOS diskette.)
2. Type **SETUP <ENTER>**
3. Follow the instructions on the screen. Your DOS system files will be transferred and the **STAR FLEET I** diskette will be made "bootable".
4. The **STAR FLEET I** diskette is now ready to run, but we strongly suggest you make a backup copy first (see next page).

ATTENTION IBM® VERSION USERS!

You can obtain extra space on your playing diskette by deleting the files not used by the memory version you are using. After you have determined which version (large or small) you will use from the chart on p. 16 and you have run it to make certain it works (to the completion of a mission), you can delete the unnecessary files. If you use the **LARGE** version, then delete the files **MSS.EXE** and **OVS.EXE**. If you use the **SMALL** version, then delete the file **MSN.EXE**. See your DOS manual for **ERASE** instructions. As a safeguard, do not delete these files off your non-playing backup diskette.

TI® Pro Version:

To set up your **STAR FLEET I** diskette for playing, please follow these steps with your computer up and running.

1. Insert your **STAR FLEET I** diskette in drive B, and your DOS system diskette in drive A. (If you only have one disk drive, wait until prompted to insert the **STAR FLEET I** diskette.)
2. Type **COPY COMMAND.COM B: <ENTER>**
3. The **STAR FLEET I** diskette is now ready to run, but we strongly suggest you make a backup copy first.

Installation on Hard or RAM Disks:

The **STAR FLEET I** diskette supplied by **CYGNUS** is NOT copy-protected; therefore it can easily be copied to a hard or RAM disk. With the **STAR FLEET I** diskette in drive A, and your computer set to the directory (you want **STAR FLEET I** in), just type **COPY A:*.*** and the transfer will be completed. The hard or RAM disk then becomes your playing disk. If you are using a RAM disk, be sure to copy your data files back to the playing diskette when you are finished.

BACKING UP YOUR PLAYING DISKETTE

STAR FLEET I writes on the playing diskette during each game, which increases the chances of the diskette eventually "wearing out." It is recommended that you copy the purchased diskette onto a blank diskette for playing, and save your purchased diskette as a backup. Before making a backup diskette, place a write protect tab on your original **STAR FLEET I** playing diskette(s).

To make a backup copy, you first need a blank double-sided diskette (or two single-sided diskettes) and follow these steps.

Double-Sided Diskette

1. With a blank diskette in drive B (or when prompted) and your DOS diskette in drive A, type **FORMAT B:/S <ENTER>**.
2. Replace the DOS diskette in drive A with your **STAR FLEET I** diskette, type **BACKUP <ENTER>** and follow the instructions on the screen.

Single-Sided Diskette

1. With a blank single-sided diskette in drive B (or when prompted) and your DOS system diskette in drive A, type **FORMAT B:/S <ENTER>**.
2. Replace the DOS diskette in drive A with your **STAR FLEET I** diskette A, type **BACKUPSS <ENTER>**, and follow the instructions on the screen.
3. Repeat step 1 with another blank diskette but this time, type **FORMAT B: <ENTER>**.
4. Repeat step 2, but use your **STAR FLEET I** diskette B.

When the backup is complete, store your **STAR FLEET I** diskette in a safe place and use your new backup copy as your playing diskette.

DO NOT PLACE A WRITE PROTECT TAB ON YOUR PLAYING DISKETTE.

You may want to keep your original **STAR FLEET I** diskette(s) as backup(s) and use the backup copy to play with. If you have the IBM® version, then on your **STAR FLEET I** diskette are two versions of the program, a large memory version and a small memory version. These versions are identical except that the small memory version has to read the diskette more often. Choose the version to run from the following chart.

<u>Computer</u>	<u>128K RAM</u>	<u>More Than 128K RAM</u>
IBM PC, XT	Large	Large
AT	--	Large
IBM PCjr	Small	Large
PC Compatibles	Try large first, if no good, then use small	Large

If your computer requires the small version (e.g., PCjr), and you try running the large version, then generally the beginning segment of the program will run fine, but the main segment will fail to load in after the orders page.

You should start **STAR FLEET I** depending on your computer configuration. Most IBM® PC and XT's can use either method of starting.

For All IBM® Compatible Computers and DOS Systems (Except 3.0)

This method is REQUIRED for the PCjr with 128K RAM.

1. If you have set up your diskette as instructed, insert your **STAR FLEET I** diskette in disk drive A and either turn the computer on, or do a system reset by pressing <Cntl> <Alt> simultaneously.
2. When prompted, choose which version you want to play according to the above chart.

For Computers With More Than 128K RAM and the TI® Pro

From your normal system prompt and with your **STAR FLEET I** diskette in the default drive, type BEGIN (for the large version) or BEGINS (for the small version).

When starting or resuming a simulation, you will be asked some questions. Each question is described below. The program will accept both upper and lower case answers. Do not press <ENTER> if a single letter response to the question is expected.

Do you have 3-planar graphics?

This question only appears on the TI® Pro version. Press <Y> or <N>. There is no default answer.

Will you be using a color monitor?

Press <Y> if you will be using a color monitor for playing or <N> if you will be using a monochrome, black and white, green or amber screen

monitor. Any other response will cause the question to be repeated.

- There is no default answer to this question; you must press <Y> or <N>.

- Would you like to turn sound off?

Press <Y> to turn the game sounds off, press <N> if you wish the game sounds left on. Pressing any other key will cause the question to be repeated. There is no default answer; you must press <Y> or <N>.

The simulation startup continues with the **STAR FLEET SECURITY SYSTEM**.

STAR FLEET SECURITY SYSTEM

To protect your **STAR FLEET I** simulation against unauthorized use by enemy agents and other undesirable sentient beings, two levels of security have been installed. The first appears after the title and credit screens have been shown, and requires you to enter a certain word obtained from the Officer's Manual per the instructions given on your screen. The following rules apply when looking up the security words.

1. Page # is as printed at the bottom of the page.
2. A line is any distinct row with alphanumeric data on it. Underscores and lines associated with figures do not count, but lines in tables do count; e.g.,

Purpose: Allows you to list the status of your ship's systems and repair those that are damaged.

This counts as two lines.

3. A word is defined as an unbroken string of alphanumeric characters with a blank at either end; i.e., $\text{\textcircled{f}}(\text{non-blank characters})\text{\textcircled{f}}$. This means that hyphenated words count as one word.
4. The security words are taken only from this Officer's Manual. The changes contained in any supplement or addendum sheets are not counted.

The second level of security prevents other authorized Fleet members from signing on under your name, and possibly causing havoc with your service record. After passing the first level of security the following questions will appear.

Enter your last name:

Type your last name, or any other name you wish to use, and press **<ENTER>**. Your name may be up to sixteen characters in length. This name will be used for your service record and any awards and decorations you may receive. **CAUTION: No two player names can be the same.** This is done to ensure your being able to distinguish between players listed in the Star Fleet Personnel List.

Are you a new recruit?

This question will only be asked the first time you sign on under the name you specified in the previous step. This question is a check to ensure you did not mistype your name. Press **<Y>** if you are a new player. Pressing **<N>** will cause the program to request your name again. There is no default answer to this question; you must press **<Y>** or **<N>**.

ENTER PASSWORD:

A password is necessary to prevent other players from playing under your name. If you are signing on for the first time, input any eight alphanumeric characters and press **<ENTER>**. **DO NOT FORGET YOUR NAME OR PASSWORD.** If you forget your password you will have to

return to the Star Fleet Officers Academy and begin your training all over again (Mission Level 1), or you may ask the manager to look up your password for you using the Maintenance sign-on option (more on this later). If you are not a new recruit and you enter the wrong password, the program will abort and you will have to restart the simulation.

The simulation startup continues with **STARTING A NEW MISSION.**



Task P2:

LONG RANGE SENSORS

Abbreviation: **LRS** Menu: PRIMARY Function Key: F2

Purpose: Causes the code numbers for the quadrants surrounding your starship to be displayed on the Region Map

Options: N/A

Cancel: N/A

The code numbers for the quadrants surrounding your starship are displayed, e.g., 534 (for Quadrant 7,7). The digit in the 100's place gives the number of Krellans (but not Zaldrons!), the 10's digit gives the ID number of the starbase (if present), and the 1's digit gives the number of star systems. Thus, in Quadrant 7,7, there are five Krellans, a starbase (ID #3), and four star systems. Refer to Figure 7. There can be up to five Krellans, five stars, and one starbase in each quadrant. The quadrant that contains your starship is always the center quadrant of the scan. The long range sensor scan appears in the Region Map (see MAP command). An example long range sensor scan is presented in Figure 8. Captured enemy vessels, vessels in tow, and Zaldron warships never appear in the scan.

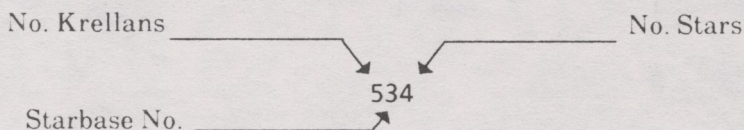


Figure 7 — Long Range Sensor Scan Notation

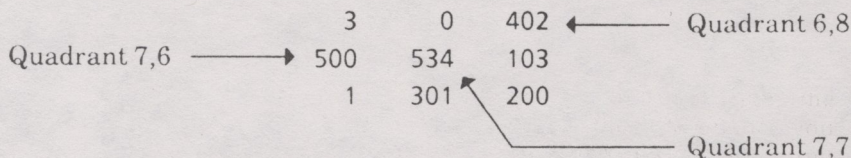


Figure 8 — Example Long Range Sensor Scan

NOP

Command C3:

NO OPERATIONS

Abbreviation: **NOP**

Menu: COMPUTER

Function Key: F3

Purpose: Allows a mission time cycle to elapse without doing any operations

Options: N/A

Cancel: N/A

There are times when you may wish for the Mission Elapsed Time to update, but do not want to perform any specific time-using command. The NOP command is provided for this purpose. It can be considered as a "wait" command, allowing you to do nothing except wait for a certain amount of time to pass. An example of when this might be desirable is if you do not have enough power to repair a critically-needed system which is close to being repaired, so you can call NOP as many times as necessary to allow the system to be repaired.

**** WARNING ****

Although YOU do nothing during each time cycle caused by NOP, the rest of the universe goes on, including enemy firing, intruders, attacks on base, power usage for shields and life support, etc.

A time cycle (0.1 to 0.2 days) occurs automatically after you select NOP. There are no options or inputs.

There are three very special awards which are not included in the preceding table. They are:

The **Honorary Rank of Admiral Emeritus** is awarded to officers who complete at least five missions at rank ten with an overall efficiency rating of 75 percent. It is at this point that you would normally be promoted if there was a rank beyond Admiral. Once given, your Admiral Emeritus rank will never be taken away, even if your overall efficiency rating falls below 75 percent.

The **Alliance Defense Cross with Gold Star** is awarded to officers who sacrifice their ship in hopeless situations (in other words, you self-destruct to avoid capture). You will not necessarily receive one each time you self-destruct; your situation *must be hopeless*. The computer will check for damaged systems (plus other things) and determine if your self-destruction was warranted. As with all awards, there is no limit to the number of times this award can be given — you just have to keep blowing up Alliance starships to get them.

The **Exceptional Service Medal** is awarded to officers for every 50 missions completed past rank two. This award is given regardless of your current rating, and acknowledges exceptional dedication and tenacity in the service of Star Fleet. This award is also cumulative; e.g., if you just completed your 150th mission past rank two, you will receive your third medal.



*Hero of the Alliance Gold Star
with Meteors and Diamonds*